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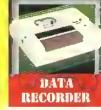
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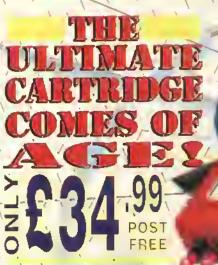
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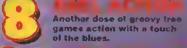


**Ihemselves** with Microprose's masterplece.





Hit's happening, it's here. II It's not, so what?



Mites reckens he'd make a good Tipster, Said Chris



The Brien goes from strength to strength.



Lloyd dances the bule for the admiration

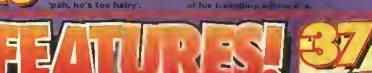


Large underwater vehicles, often

ermed with torpedoes, You'll find none of those on this page...



continuing adventures of Ludlow's hippest DJs.



grabs. Do you feel lucky?



Loadsa Kixx games checked out by our good salves and recommended to you.



POSTER **APOCALYPSE** 

it's find the poster time! Now where's the other half gone..



Klxx goodies up for



green hair, incredibly dense, and they need saving, Lemmings. There's also Batmen.

hink)? James does,

All your GACed, Quilled end **PAWed queries** enswered.



birdie sey when he visited the Plaza? A: Cheap cheap.



# NEXT MONTH

The last page is the first page, and the liret page

is just the beginning...



■ Belleve it or not wa'va meneged to keep this entire issue free of chopper jokes. Well, almost.....



R Corking racar with nobs (and guns) on. Plus, a guest reviewer.....

46

Wotche gonna do when the largest mousteche in tha world and Huikamania go 48 droopy on you?



I Join Fred and Fiona Fixit, in Kiss's fectorybesed platform puzzier......50

you've read COMMO back to front, you a two plastic things ey're not holder Id the trace with

# THE BLUES BROTHERS

You've watched the movie, dug the sounds now play the game. Its a 91%er and it's comio' atcha live.





# GUADALCANAL

Armchair strategists your time has come. Relive WWII without having to put black curtains in ell your windows.







Brask into a masimum security computer network for all manner of rosy cheeked cedecrecking caperings.

# COMMODORE

COMMODORE FORCE (incorporating ZZAPISA) is Britain's | mest CS4 mes = created by: impact | ines(UK) Ltd, Ludlow, inc SY8 1JW

ACTING EDITORIAL

STAFF WHITERS

IDITORIAL ASSISTANT

OVER THE PERSON

OF THE ROLL SHOPE UP HARACHERS



# 6 11 15

ne-bearing

Acciaim have sold the rights to their current (unreleased) home computer products to Virgin. These include the much-touted Mortal Kombat, T2: The Coin-op, Alien 3, Bart vs The World and The Incredible Crash Dummles. Oil these, only Alien 3 is tipped for a C64 release, but as Virgin haven't officially ennounced a

**PURE AND SIMPLE** n a surprise move, American software giants

> resounding 'Yes, it's coming out on the '64', we can't recommend you begin saving your pennies just yet. The game itself is particularly enjoyable on the Megadrive, Masler

System and SNES but hey, you don't ant to know that, do you? As per usual, watch this space for more into - it There is anyl Fingers

> crossed eh?

STEVE SMIELD

Steve hasn't actually ning much on COMM?

TCE this issue, as he will work on Si

VE GA/45:

Blues Brathers



The Eliver Erathers

elax. Yake a deep to mind of all irreleven futting confectable.
Once upon a time, their called Epyx, an Americal Confectable biggers.

Nothing CONTRACTOR STREET, ST. OF ST.

GANG AND I



**FLidden** 

WVE BLANSE Turbe Charge

# MENS

e very latest releases to lew surprises that are side of Christme

# HILE

ALIVE AND
RICKIN'

With the second of the se



ON THE PUBLISH

uess who's organising the games E AREI

legazines, the company who bring you to mention SEGA FORCE MEGA,



# TO THE MAN OSBORNE

here's been a bit of confusion recently concerning the true identity of lan.
Take last monih's Issue for example; et ore point he was Ian Osborme, at enober he was Ian Osborme. So, which one is he? Come to mention it, what is he? Chris reckins 'Whatever he is, he's been hautting my dreams for ages. I reckon he's a watock end no mistake', Miles, on the other hand speculated 'That's a tricky one. He'sgot a definite Nordic look about him. All I thirk of is that horrific beard he used to have.— Ughl'.

So, what ere we to think? Who is this individual we share an office with? After much high-tension debate. we decided to ask him, Unfortunately, he was on the phone - so we shoved a piece of paper in front of him with 'Spell your sumame' written on it. Without further ado, he scribbled, writing that his real name is... Osborne, So, there you have It.

# VG WHAT? EIR GOINGS ON...



Tao Elwes Brothers



# GAME MAGAZINE STAFF

Impact Magazines (UK) publish the best video game magazines in Britain. Expansion has led to the following job opportunities...

# **▼** SUB-EDITOR — COMMODORE FORCE

COMMODORE FORCE is the current iteration of Britain's longest-numning C64 magazine. How on its 100th issue, the later requires a competent sub-editor who also has a deture to write indicated copy from time to time.

# **▼** SUB-EOITOR — SNES FORCE / N-FORCE

An excellent command of Inglinh, an ability to each under pressure — on a young environment — and a graunte interest of Notation games are pre-requisited you want to work on availablement prefer in programment, address service.

# ■ IOURNALIST/RESEARCHER — IMPACT EDITIONS

Impact Editions is responsible for diverse and thallenging projects ranging from the production of hooks, through the editional assessment and consistency less breadcast modes. The division now requires a young, o-industrate transplayer o-sk is real knowledge and force of games. This post implies working with an imagencie traint.

# ADVERTISEMENT TEAM — CENTRAL LONDON

Imptor Hagazines (UK) is setting up a deflicated Jales aperation in crottal Landon in the very near father. We are instructed in hearing from tales, professionals be every level who are knowledgeable and confident of them new addition. Hearing working hours and generous amountains new addition, to successful applicance.

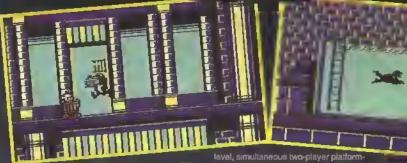


Please apply in wrong only to Edidie McKendrick, Publisher, Proposit Magnelines, Case Mill, Terroside, Loslow, Shrapshire, STE 1JW

During date for applications: 1th August 1991 Only then-fissed application will receive a exply [mpact Magazines (UE) is an equal appertunities employee

# 8 RELIGIONS

Do you feel Reel? Well forget Jesus Jones — this is the only port of any mogozine that makes you think 'My goodness, I do believe I've got two tapes to lood on my computer'. You'd be correct, becouse you have got two tapes to load on your computer, ond they're domn mognificent! So give us on 'R', give us on 'E', give us another 'E' and give us an 'L' too. Now give us 'A' and... oh whot's the use? We're giving you Reel Action, and if you don't appreciate it, kindly sit in a field and dribble.



# THE BLUES BROTHERS

Titus

W

the stands on the

wever, he barely has time to sup the sweet mendom before finding out the orphanage the

ota a ser en esperante de esta a companyone de la company

e de la compania de la com-



leaping antics with our requisit heroes out to the kiddles and raise a little hell along the widtherst items need to be repowered if the succeed—a microphone, coment poster guitar and concert per 16.0 fiddlen on each lew Determined to hinde of polloemen, comet us placing the

enemies, disabiliout for other user abundant about life — but inst

Ari aris

# CONTROLS

To centrol the game you'll need a joystick plugged into pert two (second player in pert one), and the functions are as follows:

follows:
UP......Jump/clunb
DOWN . . . Crouch

LEFT Walk Left
RIGHT Walk Right
UP+FIRE Enter Door

FIRE (by crate) .........Pick up crate FIRE (holding crate) ........ Throw crate

FAMOUS FILM QUOTE TIME:

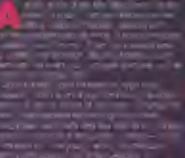
ELWOOD: 'We've got a full tank o' gas, half a packet of cigarettes, it's dark, and we're wearing sunglasses' JAKE: 'Hit it'

What more can you say?





**Beau Jolly** 





Printed Hacker is controlled via the keyboard and a joysick in Port 1.





# STANDARD STA

Cut 'em out, feld 'em out and wrap 'em around ye. tapes — okay?

70

BUILS BROTHERS

RELIGION #17

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DUPLICATIONS



8



ACKER2

8

LIVES

900



MAP TOGGLE Toggles control between battle map and icons



### **CLOCK WINDER**

- Accelerates



# SCOUT

SELECTION -Highlight and use the joystick to select the required



## INTELLIGENCE

- Use left and right to essign personel to asplonage and



# STATUS - Info

on active units. Green - OK Yellow -Weakened

Badly damaged Engaged in combi



### WEATHER -

Shock, harrer, it's a weather report!



### **NAVAL LOSSES**

Major vessels sunk in your fleet.



### HOLD - The good, oldfashioned pause

function





## SCRAP GAME give up.

# Beau Jelly

10 1.61 - 616

L - Livel product

2 H A C 2 E E E E





EXIT — Returns to map control.



MOVE - Enables you to monitor a units course and change it if necessary.



FORMATION - Ships only. Displays information on ships in the selected unit Including type and damage sustained.



STATUS - Info on the selected unit (except ships).



COMBAT - Brings up combet antions



ATTACK - Select terget to



WITHORAW - Pull out attacking forces



AIR - Used to launch aircraft, The icon appears when either a carrier or Henderson Field is splected.



ANCHOR - Used to dock supply ships. Only aveilable et Iriendly ports.



HOME — Sends alreraft directly back to their original base location at the time fire is pressed. Aircraft carriers may move in this time.



TACTIC - Toggles inlantry between 'dig in' and 'move out' modes.



TRANSFER - When more than one naval units are together, selecting transfer ellows ships from one fleet to be re-essigned to another.



THE SECTION OF THE PROPERTY OF

# Jon Wells





port Iwo, tolks - have lunt



It you've banged up a game you think is emazing, send it to us and we'll give our opinion. If it's good enough to appear on the trent of the best-selling COMMOORE FORCE, then maybe it will! What's more, you'll get some money in the process!

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# 12 REVIEWS!



We're ready to roll! Hang on — that's serodynamically impossible, limit?



# • Kixx XL, £18A Disk

# COMMODORE HIDDICANE HIT

Eyes narrowed to a cold, fixed store, 'Flight Of Tho Valkyrie'

growing to a rousing crescando, MILES 'NO CHOPPER GAGS' GUTTERY gots his rotors turning...

ere's the first release from the new Kixx XL range to really take advantage of disk format. *Gunship* on cassette was a joke, the bones of its disk parent picked dry of all but the stubbornest of gristly tendrils. Its appearance on the almost exclusively tape-onentated budget scene offered little scope for festivity. A shame really, as this classic of some years ago to nigh impossible to lay your hands on in original disk form. Well no morel Now everyone (or at least everyone with a disk drive) can experience the game as it was meant to be.

So what's it all about then? Well it's a flight sim... no wait — I can see you all now, switching over to Channel Four to watch that documentary

new Kitx XL on Eskimoes. Lay down your remote control and pey attention a while longer, vas a loke, You, lucky readers, have the

You, lucky readers, have the opportunity of taking to the skies aboard an Apache helicopter, perhaps the most awesome all-round fighting machine in the air, with license to cause damage — BIG damage.

To kick off, enter your name on the pilot rester, then you can report for duty. Rookie pilots ere edvised to plumb for flight training in the Startes. Enemies use durmy ammo so you can familiarise yourself with the controls without getting shot down.

Once you've mestered the complexities of liying and learnt a few textbook combat manneeuvres, you're ready to tackle one of the four action theatres on ofter. Of course, you'll want to wade straight into the hot-bed of Western Europe against the Ruskie hoards (remember — this game is pre-Glasnast) but don't be tempted, go for Southeast Asia or Central Amenca first. Get tamilier with real combat conditions against less able forces and with a few successful tours under

Dehold Killmanjaro! And see the man scaling it's mighty cliffs — that's Len.

your belt you'll stand a far better chance during the Middle Eastern and European numbers

Missions begin with a briefing authining your primary and secondary objectives and their rough





 On cessette, Gunship is a hit and miss attair, The limited amount of options,

limited amount of options, which multiload and lack of pilot save actility all combine to make it a piece of softwara to avoid. On disk, however, it's possibly the best simulation seen on the '64, and certainly the best one involving helicopters. I'm not about to pass comment on its realism — having never flown one, i'd be a flar it tidd—but let's just say that if the real thing's as much fun as *Gunahip*, I could enjoy it and almost overcome my extreme lear of helights... although I must atress the almost.

If you've got a diak drive, and you haven't got Gunship, now's the tima to pop off to the shop and buy it. What more recommendation can I give?

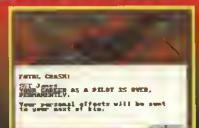
C-FORCE No.9 II SEPTEMBER 1993



Hey key, airbome at last. Easy does it, just keep her steady now...



Uh oh! We seem to have bit of a nasty wobble on, GOING DO...



Right Price — that's the last time you drive. What a duffer, oh readers!



positions. From here you can bring up an intelligence report with into on enemy hardware likely to be encountered. Last of all is a weether report. Take note, as excessive heat can limit the payload weight of your chopper.

If you think you've got what it takes, eccepting the mission takes you to the arming screen. Here the Apache carries a standard paylead but exponence allows you to decide exactly what you'll need for specific missions. Now head out onto the tarmac and get going

# You've been wire framed

Successful completion of leading to promotion Your ultimate goal being to reach the esteemed

rank of colonel. A spotless record leads to rapid progress through the ranks but reprimands make things a little more difficult. These are earned for bugging out of dangerous missions or failure to hit objectives. Not only that, but a swift ticking off from the CO on the debriefing screen really rubs. It In. However, if your performance is outstanding during a sortle, you'll be up for decoration. The Army Commendation Medal Is pretty easy to achieve - then there's the Bronze Star, Silver star,

The graen,

Distinguished Service Cross, right up to the Congressional Medal of Honour, Americe's highest military accolade.

So what lifts this head, shoulders and Timotel above the competition?

The wireframe graphics (supposedly not the C64's strong sull) are very effective and move convincingly enough, if at times a little slowly. You won't notice, however, because of the incredible ettention to detail in actuelly mastering the art of piloting an Apache Even experienced flyers will always discover new tactics to eid the cause

So the actual living is very good, but the way it's implemented into the game's tramework really makes it a hit. A real buzz of satisfaction is gained from being ewarded a prestigious model or that etusive promotion

Not to



# TA FEITURE

inelfar fluu pegus of iostalgia cun't hurt inyone, and when they're as great as this... yes, welcome one and all a Back to The Fauture. Well, 1987 uk? What was it like? What happened? Do we really core? We'd hope the ensurer would be a resounding 'yes', as 'B7 software wex of a line vintage indeed. One of this best games EVER was released, the most meful utility seen to date found



he skelver

in fact,

and find out

r yourself?

# THE LIST,

Yep, se with our first two instalments we've constructed at list of the software included, with some helpful and informative into thrown in for good massure. Went to see how the games of then rate now? Eeger to obtain them? Study and learn, my friends. Oh, and by the way — the into goes appears in the following order: Game, publisher, typical mark awarded then, Force Factor now, and evellability. Availability is marked on a scale of one to ten, with ten being readily available end one indicating you've got next to no chance.

# BART THREE

don't think anyone would envy the task US Gold had efter snapping up the rights to produce the famous four-player arcade game, Gauntiet. With hundreds of levels, simultaneous multi-user action and detailed sound and graphics, people commented that perhaps, just perhaps, US Gold had bitten off more than they could chew...

...although, the only people chewing were those eating their words, as Gauntier was widely regarded as one of the best areade conversions seen at that point. Understandably, the four-player option was left on the proverbal cutting room floor, but the ability to have two joystick-wielders battling away sufficed admirably. Admittedly, it was full of bugs — several annoying glitches reared their heads efter a while's worth of play, but fortunately didn't cripple the game in the fashion you'd expect.



 Like the arcade original, Gauntlet allowed you to choose from four different characters. Nice beard, man.

Gauntlet didn't grip me in the way it did others. It felt that, once you'd got through so many levels, you'd seen all the game hed to offer. That wesn't a criticism I'd aim solely at the C64 version — even the arcade onginal was limited. Feet free to disagree, though



Whereas Gauntlet's subject matter was t's downfall (in my opinion enyway) Starglider's was the C64's lack of processor speed. You see, while the Commodore undoubtedly the cream

of the 8-bits, it has problems coping with the complexities of vector graphics. Starglider on the 18-bits (and the Spectrum, for that matter) utilised them particularly well - the '64 didn't, it's as simple as that. Before you all flock onto the streets, grief-stricken by the leck of competent conversion, take solace from the fact that the geme wes, in essence, a pretty inslpid buting. Developed by Resitime Software and published by Rainbird, it saw you flying along a planet surface, shooting vector enemies and, well, flying and shooting some more. Enjoyed and raied well on other formats, I lell it - and let's not waste words quite (rankly, bonng. The C64 version just added a snail's pace speed to the tedium, and the marks. it received reflected this.

Another disaster (only more so) was Cobra, Oceen's geme of the film On the Spectrum, it was an enjoyable (but tricky) pletform shoot-'emup — the C64 version was anything but, ZZAPI awardad (or should that be condamned?) It with a 13% overall rating; from what I've seen of the game, I've no reason to disagree with them

Gauntlet	US Gald	93%	79%	4/10
Bug-ndden and repetitive, but still worth the Starglider A lack of speed makes for a lack-fustre and	Rainbird	68%	54%	1/10
Cobra Na comment.	Ocean	13%	13%	1/10
Park Patrol  I you haven't got it, got issue Eight.	Reel Action	94%	94%	10/10
Nosferatu Atmospheric isometric edventure.	Pironha	88%	84%	2/10

# THE STURE OF

# Covertape patrol

From the dismal to the desirable, Activision's Park Petral was an exceptionally enjoyable arcade romp. But hey — you'll knew this already, having received it on last month's covertapes. Who can say we don't give you the best games? What other... (snipt Nomal service will resume after the COMMODORE FORCE team have recovered from this sudden burst of grafulitous self-congratulation. Sorry!).



# Planting Market and the James of the Control of the James of the James

Piranha's Nosteratu took the isometric 3D perspective and added distinctly gothic graphics and plot, in this tale of vampires, stakes and acade-adventuring. Both absorbing and thoughtfully designed, it incorporated some of the best graphics the genre had offered to that date (albeit in tasteful monochrome), and surprisingly had the gamepley to match. A few months later, it was to be surpassed in it's genre by one of the best games ever, but you'll have to well a while to find out about that...

Did I say earlier that the C64 can't cope with decent vector graphics? Microprose seemed oblivious to this when they released their eccurate helicopter simulation, Gunship. As it's included in our special Kixx/Microprose pull-out special this month, I'll say no more — other than the fact it's great, an' I like it lots. It's also our Raya Review.



### If you want to know more about Gunship, turn to page 12 and leam...

With Amiga Public Domain games, there's a word that's used almost incessantly — namely 'tribute'. A 'tribute' is a game that duplicates another, often commercial, piece of softwere; sometimes to the point where you'd expect legal action to take place. Arkanoid is one of the most 'tribute'ed games live come across, but the real trony is that it itself was inspired by another game (the ancient Breakout). Adding power-ups to the simple, block-busting (but not in the superfative sense) action was an infelligent decision by the creators of the arcade original. Obviously, due to the basic nature of the arcade machine's code and grephics, it was a simple game to convert. Like



I'm hitting the ball, but it gets too fast.
 An' I say 'slow down', but it won't. Bah.

Gauntlet, the C64 version was restricted by design (I mean, the gemeplay's so basic it's almost insuffing) but it was rated well at the time for being pure, uncomplicated fun. I reckon the ball speed wasn't pitched quite right, though — it seemed to speed up a little too quickly.

Allens was halted as 'the best film he-in to dele' by ZZAP! and I'm inclined to agree with them. Rather than make the game a basic, multi-level shoot-'em-up (as is usually the case). Electric Dreams choose to utilise a first-person graphical perspective, with a mixture of exploration and Operation Wolf-style shooting making up the gameplay. The almosphere was as tense as you could have hoped for from a conversion: I'm sure James Cerneron (the film's director) would have played it...



6 Look guys — I know I asked for a hug, but this is taking things a little too far...

Gunshi	<b>(2)</b>	
		Budget Irom Kixx.

Arkonoid
Ocean
Additive in the way that only shamelessly simple games can be.

Additive in the way that only shamelessly simple games can be

Walldesigned thriller Explorer

The sight percent is for graphics alone.

Into The Eogles Nest Pandora
Oneof the best plan-view games — shame they bore me so badly...

Aicroprose	94%

Ocean 80%
mes can be.
Electric Dreams 81%

Electric Dreams 13%

13%

# 92% 6/10 68% 4/10

**78%** 1/10

8% 1/10

80% 1/10

Also using the first person perspective, but receiving a less-than-layourable response was Explorer - again, by Electric Dreems. It's programmers (the Ram Jam Corporation, if you're interested) created a game of extreme exploration. where you searched through 40 billion mapable locations in search of nine missing spaceship sections. Unfortunately, most of the locations (elthough pretty) looked the same, making Explorer the computerised equivalent of finding a needle in a haystack.



### Wander around a maze, run out of keys, die. What an Interesting game.

into The Eagles Nest was a plan-view shoot/explore-'em-up with clear, colourful graphics. It did little for me - there was too much wandering around for my liking - but it would seem I'm in a mhority. Receiving a typical mark of 90%, it's a game that will appeal to lans of the ganre something I'm not...

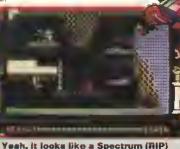


Activision's Manie Mansion was an arcade idventure of a different kind. Rather than lirectly controlling your character, you pointed to the area of the screen you wished to be noved or manipulated. This type of game has hoved on the 16-bits, where the graphical apabilities of the machines makes for ittractive and interesting gemeplay. This was in early ettempt and, for the C64, an admirable ichlevement. Sadly, and as lai es I know, it inly appeared on disk - hopefully, someone vill re-release it at some point...

Aliens US hit the C64 world, courtesy of Activision. This conversion of the film was the second to be seen on the C64, although undoubledly the lesser of the two. A multi-level game with a variety of game styles, it's most noteworthy aspect was it's presentation although in a way this contributed to the game's downfall, by increasing the harshness of it's multiload. Another problem was that the subsections were pretty inslpid, and didn't really 'glue'; everything had a feel of being thrown together.

Time for a little controversy (sort of). Auf Wiedersehen Monty was the third in the Monty Male games, and was regarded by the ZZAP! crow as the least palatable. Essentially a arcade adventure/platform game hybrid, it detailed Monty's escape from the notorious Intermole (Interpol... Intermole... Geddil? Not very good, eh?) to his luxury island off the coast of somewhere or other. So, plodding through the various screens making up countries, you'd be confronted by graphics " that were (sort of) drawn accordingly.

I really enjoyed Monty, though. Although it didn't guite have the charm of it's predecessors (bulliant in their time), it still presented a more-thanedequate way to spend an afternoon or



## Yeah, it looks like a Spectrum (RIP) game, but it's etill fun to play. Honest!

Ocean dealt an ace card in the form of Sensible Software's superlative Wizball, Gary Penn of ZZAPI enthused 'Simply brilliant - one of the best presented, most graphically and aurally attractive and addictive pieces of software available'. Another point worth mentioning is that, after

awarding it with 96%, the ZZAPI offices were inundated with complaints about the rating: readers felt I to be too low! A rare occurance

Palace



I-Ball, Firebird's inspired blastorama, arrivad and pleased everyone with it's enjoyable gameplay and many power-ups. Again, there's not much point in telling you about it, as you'll already have played it extonsively after receiving it on Issue Seven's covertages.

Barbarian from Palece was a wonder to behold. A hack 'n' stash game that saw you chopping opponents to bits with an Impressive sword. it had to be one of the goriest olferings of 1987. Desoile the fact it was limited to

> moves to implement made it. astonishingly compulsive; more so with Il's simultaneous two-player mode. Everyone's favounte move had to be the bloody-but-satisfying flying neck chop which, if executed consetly, would decapitate your opponent. The presentation was of an equally high alandard, once one of the compelitors had been killed, an 'orrible little

one-on-one combal, the amount of

emerge from the side of the screen to drag the corpse away.

creature would

However, such violent entics



 What a strange game. Unusual aven By golly, It's also original. Wow.

80%

1/10

and	eed.			The same of the same of
Aliens US Jack of soul and gameplay make this vasily inferior to the	Activisian	66%	51%	1/10
<b>Auf Wiedersehen Mant</b>	y Gremlin	46%	72%	1/10
Veli / like it Wizball	Ocean	96%	96%	1/10
's a classic game. There's nothing else you can say.	Reel Action	80%	80%	10/10
am i allowed to make a joke about balls? No? Well, it's a	great game, regardless.			•

87%

SEPTEMBER 1993 **I-PORCE No.9** 

freat back 'n' slash outing, if a little pedestrian in terms of speed,

aren'ft tolerated by everyone, as apparently (or se-I've hieard) German censors left it a little too nasty for their population, and subsequently banned it. Another controversial aspect of it's release, was a sariets of advertisements (not to mention the packaging), with Pege Three model Maria Whittiaker wearing very little indeed. The fact that the male model (incidentally, Wolf of Gladiators fame) was wearing just as little seemed to go over the top of most (complaining) people's heads. Excuse me, but isn't that sexism? Perhaps that'e something best left to enother (more relevant) magazine to discuss...



### I've got a bigger sword than you. Oh yes I have. And I'm harder, So there.

The Great Escape was an isometric 3D. arcade adventure, where the gamesplayer attempted to abscond from a WW2 prisoner-ofwar camp. This could be dens in a variety of ways, via several

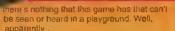
varied methods.



Virgin's Hew Te Be A Complete B"\*"d was a conversion' of the mederately amusing book, co-written by Adrian Edmanson. I'm by ne means a prude, and I can't remember the last time semething really effended me, but How To Be... was an allegether nasty plece of software. Not in the way of it's rude words and naqué content though - far too tame for my liking - but in the way that it was almost unplayable. If I remember correctly, a lew people got a bil upset about it, but really,

This dispensing of the usual ell-too-linier epproach made TGE semething special - it's just a shame it was ported across from the Spectrum (or so I'm teld), leaving the graphics distinctly monochrome. However, they were very good - not le mention detailed - so it's a forgivable offence.

Perhaps Escape's greatest element was it's atmosphere. If you let go of the joystick for a certain length of time, your character would become computer controlled, and would continue with everyday activities, mingling with both guards and other prisoners. To my knowledge, it's the only game that does that, and was particularly handy while waiting for nightfall, 'cause you could nip off for a cup of tea and let the computer hold the fort for



 So I can't say the name of the game because it's rude? Darn.



# Foot in mout

1987 saw the release of the best (sometric 3D) game ever — Ocean's wonderful Head Over Heels. Novel in the respect that you controlled two characters and could switch between them, it threw clever puzzles at awastruck gamesplayers.

By joining your two subjects together, you'd be able to move them as one and utilise their various abilities, Individually, both Head and Heels had weaknesses - Head could lire at bad guys and manage large, gliding jumps but was pelnstakingly slow, whereas Heels could carry objects and run quickly, but couldn't jump very well.



### Don't dismiss it 'cause it's black and white - Head over Heels is a classic.

Getting through the game's 250-odd screens relied on you knowing when to separate, what ability to use and how to go about it. In fact, there's just se much to the game, that I can't do If justice in the short space available - suffice to say it's the best arcade adventure over. Perhaps the only critisism I could level at the programmers is that they nearly released it as Foot and Mouth --- I mean, what were they thinking et?

The Great Escape Mint-bending WW2 romp, Underrated at the time. **Head over Heels** 

One of the best games ever.

Infuiating and iff thought-out arcade adventure.

Bubble Bobble Cuts, playable and downright addictive. Anyone care for a game?

Renegade Excledingly violent arcade conversion.

89% Ocean Ocean

98% Piranha 68% **Firebird** 97%

90%

**Imagine** 

92%

1/10 1/10

9B% 1/10 43%

94%

1/10

86%

1/10

# 18 FATTRE



# I've heard about a game called Freckles, Older readers will have too.

Whereas Don Prestley's Trap Door (featured last month) and Popeye used extremely large and colourful graphics to optimum effect, Flunky (published by Pirenha) sadly failed to recreate their playability. As a flunky to the Royal Family (hence the title), you'd have to complete various tasks for your employers, solving a myriad of puzzles along the way. Unfortunately, these were too dam obscure and/or just plain tricky to execute, making Flunky a frustrating and unrewarding game to play. The presentation was, as expected in a Priestly game, of an admirably high standard—sadly, behind it furked an unplayable, insipid ancade edventure.

bubble-belching coin-op, was an example to all people involved in the production of arcade convarsions. As well as being almost obscenely playable, it also offered a nifty two-player option and a fair amount of levels

Bubble Bobble, Firebird's licence of the popular

to play through. With the action contained to single screens, you'd take control of a cute little dinosaur, and would have to trap nasties in the bubbles you could blow. Popping these would result in the then-deceased nasty flying around the screen

into Iruil (Ter points)
or a power-up.
Once you'd
dispatched of a
screen's
allocation of
creatures,
you'd be
moved onto

before landing and turning

the next.
A nearperfect
conversion?
t'd say so

On a more obviously-violent note, there was Imagine's Renegade. Kicking heads, kneeling groins and other violent actions were edively encouraged in this coin-op conversion. With five levels end screentuls of thugs to get through, Renegade was an enjoyable beat-lem-up, with it's only real fault being a slightly easy difficulty sotting. This wasn't a problem with Archer Maclean's International Karate Plus (or IK+, as it was known). The best lighting game ever seen on the C64, it took ell good elements of the one-on-one combat offered by it's predecessor, and added a novel twist — a third competitor. Couple this with stunning graphics, animation and Rob Hubberd soundtrack, and well — what more can I say?



 Red guy: 'Ooh, me piles. You heartless ewine'. Blue guy: 'That's it — I'm off'

The Shoot-'Em-Up Construction Kit is, and I defy anyone to argue with this, the most well-presented, comprehensive end easy-to-use utility available for the '84. With an astonishing emount of options to make your moslemiece with, even the least talented of programmers can come up with something moderately playable. Every day, we receive two or three games written using it, with the authors hooing to get their (often quality) efforts onto Reel Action, Then there's Alf Yngve, who's taken the program and pushed it to it's limits - to the point that some of his SUECK games are of commercial release standard. In 1987, SUECK was released, courtesy of Sensible Software (it's programmers) and Outlew (it's publishers), and if you haven't got a copy by now, perhaps it's time you did. Think of it this way -- you're not just getting one piece of software, but as many as your Imagination can create...



### Jos only gets a small mention. Serves him right for having such a stupid het.

Finally, one of the year's biggest bargains had to be *Joe Blade* from Players. At \$1.99, it's mixture of arcade adventuring and puzzle sub-games combined to make it a real catch.

So, that's 1087 over with. Next month, we're sovering, we'l, 1968.
Apart from being an obvious progression, it's class good for everyone conserved — "68 was a killer for quality softness. Want to find out more? We'll, you'll have to wait a month. " we're afraid.

Bye for now...

3/10 93% 93% International Karate + System 3 know it's on a compilation, but I can't remember which one. 92% 82% 3/10 Joe Blade Players Great lun and, most importantly, a bargain at £1,99. 1/10 Manic Mansion Activision 93% 91% Sedly, only ever released on disk. Bad luck, tape-only people... **Outlaw Productions** N/R 4/10 98% SEUCK Utterly essential game-maker - brillant. How To Be A Complete B\*\*\*\*\*d 1/10 26% 33% Yeah - it seems the programmers studied the book real closely...

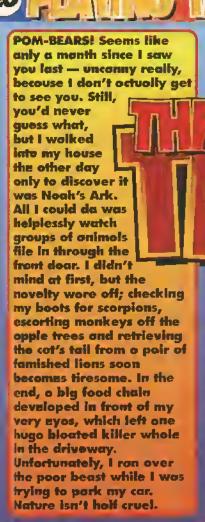
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ute games don't colline much cuter than this, and it's addictive qualities earned it 54% back in tesue Seven. Here's a quick guide to what

est to leave the enemies well along until a vi-a been collected — this vi-collens that appear wi



It's been o while since I printed o fat bundle af pokes, but when all laaked bleak an the cheating frant everybady seemed ta go a bit hoywire. I've now got reoms ond reams af 'em, se if you've gat an Action Reploy, aet a laad of these...

720 - 2398,173 - Lives 11793,98 - Uoney M Andy Capp -44548,173 = Lives M Arabian Nights - 2631,173 2632,173 2634,89 = Lives

59891,173 = Lives

■ Arc Of Yesod — 33969,165 = Lives M Attack Of The Mutant Camels --11018,165 = Lives

■ Berberien 2 — 35441,165 37742.165

48765,173 = Lives ■ Black Tiger -■ Blagger — 3574.44 53264,128

3560,9 = Lives 5112,0 = Lives ■ Bombjack — ■ Bombjack 2 ---7053,200 = Lives

5672.128 = Livee ■ Burning Rubber — 18432,173 17288,165 \* Time

■ Bruce Lee —

■ Captain America — 1262,73 ■ Camels Revenge — 35518,250 = Lives

5608,128

M Cavelen -23769,255 = Lives 33564,161 = Lives ■ Centipede —

E Chase HO -36702,173 = Turbos China Uiner -34623,44 34623,234 34624,234

34625,234 = Livas ■ Cembat School - 236,244 = 5top time 236,128 = 51art time

■ Crazy Comets — 40362,989 = Lives ■ Dark Fusion — 2798,165 = Dark Fusion

 Dalek Attack — 4575,165 13579,165 = Lives

■ Day After ---20103,173 = Lives ■ Eagle Empire — 22430,173 = Lives 26098,165 = Lives ■ Equaliser —

■ Engineer Humptey — 30989,173 = Lives M Falcon -6399,8 = Lives

■ Fighting Warrior — 57687,165 5687,165 = Lives 38316,173 = Lives ■ First Strike -

■ Flak -4799,36 = Lives ■ Fort Apocalypse — 36339,163 36334,153

36364,234 = Lives ■ Frantic Freddle - 31867,255 34535,24 - Livas

M Galaga --17389,173 17266,165 - Lives



# ouchdown

oland Jackson from Lancashire in lacovered some rather hunterous add spice to this footy game. on you soors, press the 'up' army k



ecent REEL ACTION games have proved to be REAL winners, and to help out anybody executations problems, pa tention to this prim ieat colle

Prism Leisure lart a two or three-player game and move any two monsters off the screen. Smash up the city to complete the level. On the next screen, move the same two

monster, When this one dies, bring a second on from outside ne screen. Repeat this to get a good way

into the game.



# BULLDOG

Press 'C' on the acoreboard to get nfinite fives.



# RAKOUT Prism Leisure

ell feast on my too-nails, il it isn't Luke Croll with a reset poke for this REEL ACTION smash.

Take II away Luke .. Poke 33802,234 33803,234 = Lives SYS 15312 Thanks Luke hope to hear from you acein...



# Prism Leisure h, hello

again Luke, back

stready? What have you got this time? Another reset poke! Hey don't wait around, shout it out to the world

Poke 20669,234 \* Balls 20670,234 = Lerger balls 21916,234 = Stops time



# PARK PATROL Prism Leisure

t the beginning, jump from the boat onto the log directly opposite. A while ber appears at the bottom right of the screen and you can attempt log rolling by tapping the loystick forward, letting the parkle slide down the log and repeating the process until the white bar runs down, 5000 points are awarded if you manege to complete the trick -- nifty, eh?

E Gateway To Asphal = 2264,99 = Lives

E Gilligan's Gold — 17993,0 = Lives E Henry's House — 4063,173 = Lives MERO --14652,25 = Lives

■ Nero/ Golden Talisman -- 13458,173 = Strength

II ice Palece ---13416,173 = Energy I Indy/Last Crusade -- 32552,173 = Lives 37255,173 = Whips

35756,173 = Torches 9450,44 ■ Jumpmen JR — 9450,173 = Lives

■ Jungle Nunt — 2242,234 2243,234 = Lives ■ Last Y8 -7149,173 = Time 7326,173 = Fuel

7858,173 = Shields ■ Last Ninja 3 — 28986,185 = Level 1 Jivee 29231,185 = Lavel 2 lives

26834,165 = Level 3 lives 29059,165 = Level 4 lives 29212,165 = Level 5 lives

E Lary Jones -4063.173 = Lives Menace -49200,165 = Cennon 49208,165 = Lives 13601,181 = Time Metrocross -

Monsters -

**Mutants** — ■ Nonterroqueous — 30424,173 = Psyche

■ Orpheus/Underworld - 18870,224

Park Patrol -■ Paradroid -■ Purple Heart —

■ Que Vadis —

Rally Cross -Red Heat -

■ Shamus -Son Of Blagger -

Split Personalities

Street Surfer -

Strangeloop -

Supermen -■ Trepdoor —

5705,173 - Lives 9273,165 - Lives

28398,173 = Bombs 39922,185 = Lives

18871,234 - Lives 58474,173 = Lives 5182.181 = Energy 6486,173 = Lives 19803,189 = Ammo

24709,181 = Energy 6827,189 = Yime 6263,189 a Fuel 3100,165 = Lives

23558,169 = Lives 8626,232 = Lives - 7031,173 = Lives

3868,230 3869.67 3879,169 - Lives 45486,173 44217,173 - Lives

37840,0 22605,0 = Lives 14914,96 = Times ■ Thunderbolt — 4017,185 = Smart bomb ■ Turricen — 3030,173 = Time

16365.0 - Weepons 4133,173 = Gyroscopes ■ Turricen 2 — 3060,173 = Time

■ Underwurlde —34404,173 = Lives ■ Up 'N' Down -- 38103,173 = Lives

■ Yideo Meenies - 22772,173 = Lives ■ Vikings -32327,173 = Lives West Bank -12713,145 = Lives

■ Willow Pettern — 39855,234 39856,234 = Lives

■ Wizard's Lair — 49693,185 = Lives 8381,181 = Reys

Mienira se te ilif While some or stead of pales rands



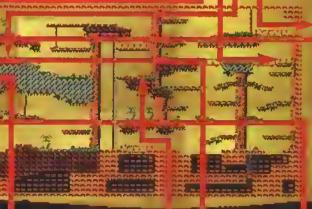


many age of the last tool to many age of the last party of the last through on the last produce age of the last produce age of the last party of the last to all their a



This lay you have a file or recommend the bridge in a public or used to be a superior or the superior of the s





Collect the question mark to reveal a bridge to cross the chasm.



# Ocean

till losing sleep over Ocean's tantastic game? Last month's level guide should have helped out somewhat, but I've no doubt the more experienced of you will be well into the following levels. To find out exactly how it should be done, take a deep, meaningful look at level two and three's maps and guides





which is not a solity back which is not also be man or "To workship and



Nar -17 Kaa



Push Lee past the falling roof.



Get bitten by the vampire and Ralph transforms into a dinky bat — an ideal creature to be to reach high ledges.

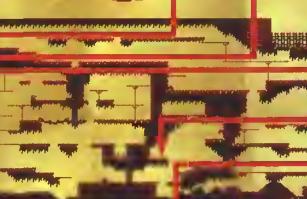








ministration and the second of the collapses with





Changing into a bat advantages but sho weary, the nosferning of the offerning of the offern

A comprehently placed and emission a topical amount, i good the box boys and which has the obstacles lefter to.

Fals moreologic foliated or preferency on the endings manual Fre team and the con-



If I receive enough requests, I'll consider busting open the lost level as well. But ofter all that extensive mapping, I need only one thing — a geed nights sleep!





FT Mullimounded, Maso deskin-

top tracelorate and the objects on the recent with the common of the first and the common of the common of The balls of the second

The STU0IOCONFIG program appears first on the tape (and then saves the settings to a blank tape); the disk version can be loaded directly. Enter the following in the program, following the prompts and exemples shown on-

s. 4, 8, t. 27 65 8, 480, 27 75 480, 960, 27 76

960, 0, 13, 0

That set of numbers and letters should get the printer working (select the 'Print' menu, and you also get the option of double density printing), I'm so kind, aren't !?



28 [ [ ]



# I LOVE YOU MAANTJE!

Dear Brian,

Here I am again with a new list of questions...

1) SYS 64736 (or was it 64370 — your

numbers are difficult to read — Brein)
doesn't turn my computer on and off. Why not?
It turns off my Power Cartridge Toolkii. Is there
an SYS that gives the same effects as luming
the computer on and off?

2) POKE 53265, PEEK (53265) OR64 turns the cursor red white the letters stay the same colour as they were before. I don't went it red, I want if white. How is this done?

3) I want to make a game that jumps to a random line. There are 8 choices. What am I doing wrong?

4) My Power Cartndge has a monitor, but is couldn't enter the listing in Issue One. Where can I get a monitor/assembler?

You really edited my letter in Issue Five.
 You didn't tille my letter 'I love you Maantje'. So please, a little mention wouldn't hurt.

Alexander Ensing, Munterda, The Natherlands.

OK, OK, you got what you wanted (by the way, in luture, suggest your own titles for

I GIVE UP!
VICTRIED AND TRIED
WITH THIS ONE
BUT ITHINK HE'S
DEAD

your letters — It saves me a lot of time inventing themi)

In reply to your queries:

1) SYS PEEK (65532)+256\*PEEK (65533) This should reset ANY C64 or C128. The

reset vector is stored in these two locations, so it should work.

The POKE turns on extended background mode. This gives four background colours behind the character.

To display them, use this short program

10 REM \* EXTENDED background \* 20 POKE 53265, PEEK (53265) OR 64

30 POKE 53280, 0:POKE53281,0

40 FORT=0T03

50 POKE 53281+T.T

60 FORU=0T015:RESTORE:READQ

70 POKE1024+(T\*40)+U,O+(T\*54)

80 NEXTU

90 NEXTT

100 END

110 DATA 20, 8, 5, 32, 13, 9, 7, 8, 20, 25, 32, 2, 18, 9, 1,14

This will print the same message four times, each with a different background colour. For each of the following sels of screen codes (see the User Guide), there's background register:

Codes Location
0-63 53281
64-127 53282
127-191 53283
192-255 53284
3) 10 A≃(NT(RNO (1)\*6)+1

20 ON A GOSUB 100, 200, 300, 400, 500,

This will choose a random number A between one and six. The second line then uses A to determine where the program will jump (GOSUB, or you can use GOTO) to. For example, if A=6 it will GOSUB600.

4) To anter machine code tike the fisting in issue Two, enter the monitor and enter an A followed by C000 (or whetever the listing says). This will put the monitor into assembly mode. You can then enter the instructions a line at a time, as the monitor will provide the address to assemble the next instruction. Press Return after each line, and twice at the end. You can now G C000 or exit to basic and type SYS 49152.

Alternatively, Binary Zone PO heve a wide range of utilities on disk including an assembler. You can write to them at: 34 Portland Road, Droifwich, Worcestershire WR9 70W.

5) You went to say that I love you Maantle? Or do you want to say that you love her? The readers heve a right to know...

W... Srien

So shal's the und of this column for another mouth. Helles yn out to: three "Laser" Corter USM (I know what NTSC is!), John Krysides in Greece (you'll got an enswer next month) and Jeremai "I 5—lift Processor" J Schauten

type upgrade
yours, I'll leave more as it
full, if you're not one of
the people i just said hello
to, write to me and unclose
un this or interactional
kepty Coupon to get a
garrenal bouwer.
Write to:

Professor Brain Strain,
COMMODORE FORCE
Impact Magazines,
Ludlaw,
Shropshire
SY8 1JW



Following on from last manth, I, Professor Erion Errole, give you more wital information on how games are made starting with one of the most crucial features—

Sprites.

This month, I'll hask or the many memory launtions based to somely workers, starting with changing and maving sprite 6 (the CAA com hove up to alghi sprites here up to night sprites on-screen, numbered 0-7). By the way, if pur're ever seen programs with more than eight on screen of a time, it's due to ciever programming telets which I'll introduce both in the series.

# THE POWER OF V

# DATE

# PLACES EVERYBODY

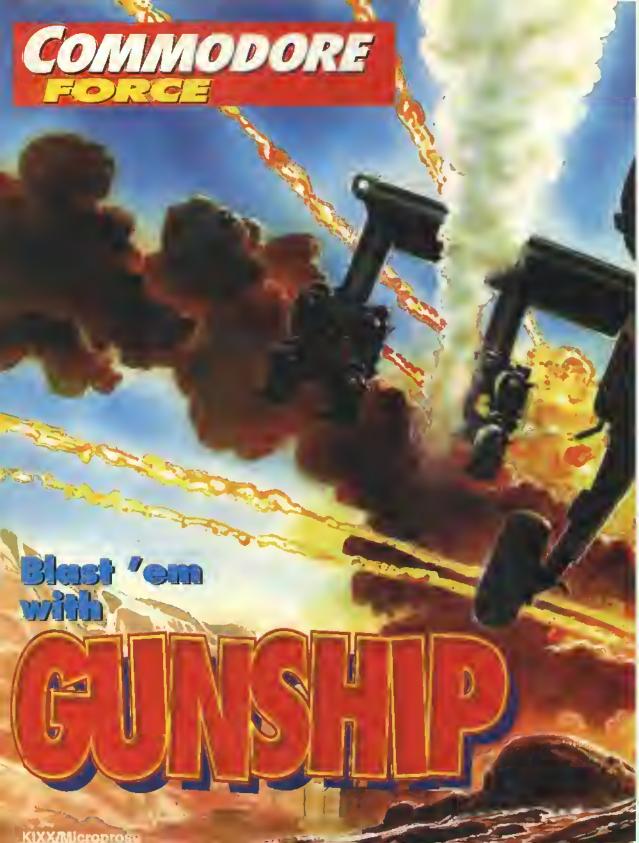


# **PUTTING IT ALL** TOGETHER

Next month, we look at patting many than one and infreduce on important concept - THE INTERRUPT. By the way, I become their any letters brow you let elect this solution, so write in and tell me what you want covered.

Write to: The Games Gord,

Magazines, Eudlew Shrapshire SY8 1JW



8-PAGE PULL-OUT SPECIAL! TUPA CROPROSE The best of budget riviewed! game featured!

# 32







Missed a recent game during its rounds on the full-price market? Count voorselves lucky, because there's a good chanco the very game in question is having a whale of a time on a budget label. One company responsible for bringing the fruits of full-price software onto the bargain shelves (and ultimately, your homos) ore Kixx. Have you heard about the Microproso gomes they publish, including the ones under their glossy new Kixx XL lobel? Perhaps you ought to read on and learn...

OMMODORE FORCE v
scopia of letters. More
a from readers who,
mayed at the stem

Diese, in a longer and a constant an

A CONTRACTOR OF THE STATE OF TH



Hery Can't (a) thouse out on pure 12 december 1 pull the bose Persons (and bose times.

I make a promotion grows (a) 4 to 17.

The second secon



ow?' we hear you

Project Stealth Fighter is also a remarkat serial jaunt. When it first appeared, it receives meding 96% from the team of ZZAP! 64 to a mark to be taken lightly, and it revisions than likely the same and the life to a lightly and it is the same and the life to a lightly and the same and the and the same





Michigana I risn't fig this one writer. Aced but by fig Direkt to specia.

TOTAL CONTRACTOR OF THE STATE O

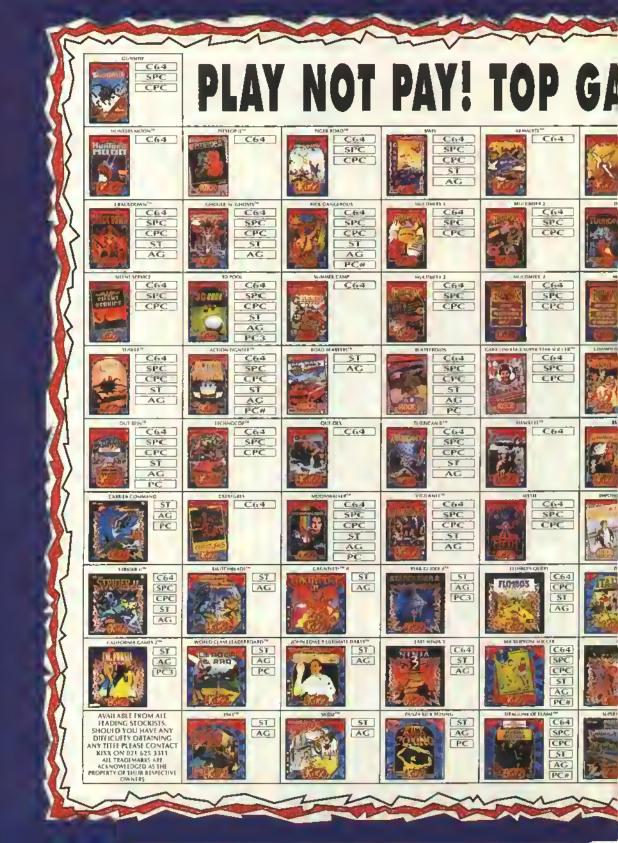


His contract of semale Estructury participation (1) and the semale Estructure (1) and the semale (1) and the semale Estructure (1) and the semale (1) and the semale Estructure (1) and the semale (1) and the



as the half applies was threat facility of the same of







# 36 7 2 1 1 1 1 1





aubit 



bserves a fina in pillar-building. Peroas, there are many Perst a newsagents agends of



stepping stones stand in your wall be cer?) of victory. The problem an opposing computer-controller

Stunt Car Recor qualifies no can feet rated qualities no lead fastes) racer, but it's on beyond the boundaries infon sceptics. For sheer that unrivalled by anyth-you on the edge of



What a phenomenally large engage hope these people use unleaded

3D Pool is another Khox game set to --title of 'classic'. The play area itself to the pool table twisting and to in-command — a program pretty hot title too. Go precity not allocated as a second of the precity not allocated as a second of



Bit shall we present that manage to be forcing at known it best to perform the for-

So there you have it a callection of superb games wrapped up by Kixx and available at some of the best prices around. Of course, if yau're having troubic hunting a particular title down (althaugh every ane is warth getting) why nat try your hand at winning them! After all, if you want your Kixx, you gatta be prepared to do anything...



fter reading our exclusive Kixx feature, you'll no doubt like to get ya mitts on every game included. Well our advice is to get down to your local C64 softwere emporium with e pocket-full of dosh and buy 'emi. Or better still, grab the blighters for free by entering this, the latest unbelievable COMMODORE FORCE giveaway.

In next to no time you could be heading into battle aboard your very own Apache gunship, flying a top secret Steelth Fighter

or screaming around rollercoaster courses in a stunt car.

One lucky reader will be laughing all the way to the Leeds with enough software to make Arfur Daily en honest man. That's a full twelve gemes, complete, end in their entirety.

Unfortunately, there can be only one winner, but fear not. Nobody leaves empty handed (apart from the losers!). Ten runners-up will receive three games of their own choosing from those featured. Just remember to say which on your entry.



Entries to be sent on a postcard or the beck of a sealed

envelape to:

I need a Sixx start, COMMODORE FORCE, Impact Magazines Ltd, Ludlow, SYS IJW.



A STEALTH FIGHTER







# C-FORCE No.9 # SEPTEMBER 1993

The editor's decision is final, all further correspondence will be ceremonially flushed down the FORCE bilet with all due honours.

# quilla ea

here's only one

- Microprose Soccer, o

Microprose Soccer...

You'd better believe it.
What with the embarrassment that is our national team, the COMMODORE FORCE lads vent their looly frustrations in one of two ways. A favounte pastint of, ours is to wander upstairs into the SEGA S

We at COMMODORE FORCE are shamcless masters of the game that pioneers the farmous banana shot. But hey, we're all bananas around here (except James — he's more of a pomegranate).

Anyway, just to prove we're not all talk and no action, we've decided to put our money where our metaphoric mouths are.

Two reeders (Ihat's you lol), will have the esteemed honour of an expense-paid trip to Eudlaw where the lucky fellow(ettes) will get to

some Kixx bigwigs, and a couple of chaps from the holy house of Sensible Software who made it all possible (by programming the game in the lirst place). When the half-time whistle blows we'll provide lunch and refreshments.

To stand a chance of visiting the FORCE club, all you have to do is write in and lell us exactly why we should pick you. Remember — you'll be up against professional gamesters. I mean, we're talking premier league material here! If you turn out to be a right pigs bledder on the day you'll be the laughing stock of the entire nation, so make sure you're up to it.

Not only will you get to meet the gang and receive a guided tour of the hallowed offices, you'll also gain Instant standom.

The day's events will be covered in a truting Issue with loads of pholos, to show how badly you were defeated (you couldn't possibly win, could you?) which means your fece will appear on shop shelves world-wide.

While I mey
iook like your
everege stationery
(read useless) player,
I'm actually in a
highly strategic
position

You lying swine! You'vo just selotaped a squash court to your nose and bribed tha referes. Nonestly, these kids...

> To be in with a chance of glory, send your entries to the address below, but be sure to get 'em in by 10 August at the latest.

# GIANTENCE MIE FORGE

I SHOULD BE IN THE MICROPROSE SOCCER CHALLENGE BECAUSE..

Post your witty entrios Lo: Soccer It To Me Comp, COMMODORE FORCE, Impact Magazines,

Address

C-FORCE Ne.2







### BAD AD

Dear COMMODORE FORCE

I'm surprised to see in Issue Seven that you're still advertising MJC Computer Supplies, as I tound out they're no longer trading as of the beginning of May.

My son and I have lost money ordering computer software that hasn't been supplied. We ordered Street Fighter 2 in April

We did, however, receive en invoice from toelve en invoice from toelve to make to say the goods would be sent in 10-14 days. When they still didn't arrive, I rang them and got en answering machine stating they were no longer in business.

and didn't receive it.

I'm not blaming you in any way, but I was very surprised to still see their advertisement in this month's magazine. Surely you should vet your prospective advertisers more carefully to make sure they are legit. I'm sure more people will order from this month's magazine and receive nothing. Surely you have some responsibility to your readers to give them the best in all aspects of the magazine.

M Livingstone, Croydon, Surrey

■ Certainly, we have a responsibility to our readership end we always vet material before it appears in the magazine. What you must

the magazine is written and designed quite some time before it actually makes it onto the chop shelves. Therefore it's more than likely MJC were still in business when the od was booked, but by the time they went under, it would have been too late to other the mag.

To avoid disapointment, it's aways wise to check with the company you're ordering from first. That way you can make sure they've the item you went in stock and, during this day and age, that they're still trading.

# ELVIRA

The state of the s





# Karenell

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### their Person, to Down, It Indiana.

When the control to the property comments and the control to the c

to any one of the control of the part of the control of the contro



### CHRISTMAS NUMBER ONE

Dear Lloyd,

People say the C64 is losing it's popularity. That's worse than the telephone scandal that hit some well-known Royal Family recently. I know for a fact the C64 is as good as ever, Why do I say that? Well fill fell ye!

My local stockist told me the C64 Terminator 2 patk was their biggest-selling product at Christmas. Not only that, but another shop told me the same pack was their biggest seller. Also, they've a wider selection of games for the '64 (abund 500+). Both shops do repairs (not that any next doing, unless you've an accident with your beloved '64). So I think the writing is on the well—the '64 is better than the Segas and Nintendos.

Right then — now for some questions:

Have you heard of Music Maker? I heard it's or the Terminator 2 cartridge, but it's as hard to get hold of as it's having your letters printed in COMMODORE FORCE!

Music Maker is on the T2 cart, but there are better programs evallable from Public Domain. Gve Binary Zone PD a ring on 0905 779274.

t) It I wanted to buy something from the Fotefield Plaze, would I send you an Irish postal orler end what charge would there be for postage & racking?

Sive Datebase Direct (our trusty Mail Order company) e ring, and they'll be more than placed to enawer your enquiry. You can reach thm on 051 357 2961 during usual office hurs.

i) Does the Turbo Detacorder load games gicker then a standard datesette?

No, it's not laster - just a bit more reliable.

 Why doesn't somebody do a good shoot-'em-up game like level three on Turrican 2 — it's the best I've ever seen.

The atunning SWIV is probably the best shool-'em-up available for the C64. You won't be disappointed.

5) Is there a Commodore club here in Ireland? What's the address?

If anyone knows of such a club, write in and we'll apread the word.

 Where's 'Shrophire'? (Look at the address for the mail bag in Issue Seven).

Alright clever clogs, one little mistakel
7) Is There a Mail Order company in Ireland that salls C64 games?

Try the Forcefield Plaza on P64, 8) Do you like President Mary Robinson? The Queen does?

I've never met her,

Do you play the keyboard? I do, I like music!
 I enjoy a tinkle on the old Ivorles now and again.

Quastions 6, 8 and 9 are silly because I know where Shropshire is, everyone likes Mary Robinson (I think) and if you can play e keyboard, I'm better than you, I know I am. I'm sure I am.

I've only been buying COMMODQRE FORCE since Issue Five, so I thought you might like a lew of my first-time buyer comments:

II's great, snazzy, Informative, colourful, enjoyable, fab, Reel Tapes, It beets Formal's etfort and II's a down right good read as we say in Co Wexford,

Up ye boyo's

Steven Boyd, Enniscorthy, Co Wexford. What a rambling letter. I leet quite exhausted after reading it. C64 number one — did you ever doubt it? I suppose it goes to show there's a few good times in the old codger yel.



### A QUESTION O SPORT

Dear COMMODORE FORCE,

I'd like some Information please on sports games. You seem to do a lot of previews on shoet-'em-ups and platform games but I'va not seen any on sports games -- maybe I missed them?

Well, getting to the point, I'd like to know what's the best footbell game for the C64. Oh, and the same for Ice hockey, American Football and Cricket.

Why are the graphics generally so bad on the C64? Surely they can do better?

Football Manager is excellent, but it's not e simulation game - it's more a board geme. I'm looking for an extremely good simulation that'll stand the test of time.

Hope there are some sports buffs in your office. Mr M Livingstons, Craydon, Surrey

If It's a footy game you want, you can't go lar wrong with Microprose Soccer or Emiyn Hughes International Soccer. The letter actually caused a storm of profest from tens when a certain FORCE reviewer gave a less-thanoutstanding review.

American Football-wise, your best bet is probably Cyberball, Admittedly, it's a futuristic

version of the sport and it's hardly outstanding, but there isn't much else to speak of, As for Ice nockey and crickel — I'm noi aware of any sims worth the tape they're recorded on - oh well...

To see some axcellent graphics, check out Flimbo's Quest, Outrun Europe or First Samural - all stunning examples of what the C64's capable of. Unfortunately, not all programmers are prepared (or able) to put jr the effort. LM

# TO BILL

ioney, so l'd buy a Porse So, Lloyd, what do yo Not a bad ides, sh?

Color 1983" Descrip

cap of success of the circum 

Dear Lloyd,

I used to own a Spectrum (I know, crazy isn'i il?) until if broke down three times. Anyway, I still miss some of the games, which is why I'm writing Please, please, could you tell me where I could flod Colony and Back to Skool for the C64 as I've been looking for them for years. I've thed car boot sales, but with no luck.

Stiff, I think this mag is the best.

My mum says that it you put any more dirty pictures in I won't be able to buy this brill mag again - so there.

Joff Andrews, Chesterfield, Derbyshire

If you're having trouble getting hold of software, try the Computer Cavern on 0628 891 101 or our very own Forcefield Plaza (hasn't there already been a plug for that? - Ed).

As for the 'pictures' - airight, we promise nol to do it again. Just remember this -

the levels of nudity in COMMODORE FORCE are nowhere near the extent of certain magazines to be found on newsagent's top shelves. With all this talk about us being too risqué, It's no wonder the shop keeper gives me lunny looka when I go and buy my FORCE copy. Still, I am usually wearing a

paper bag over my head.



### THE FINAL COUNTDOWN

Dear Sir.

I was wondering if someone in your office could help mo with this small problem.

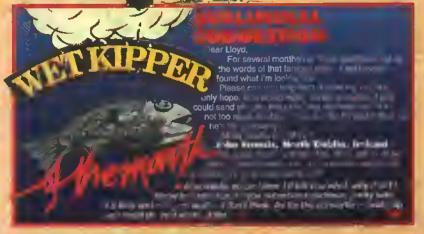
I own a Commodore and was recently given a cartridge, but with no instructions,

It's labelled 'The Final Cartridge' from H & 8 Holland with a telephone number from which I can get no reply.

The cart has an on/off switch and two buttons marked freeze and reset. I've fried using the cartridge but keep getting two menus on screen (freeze end reset). What's it's function and is it worth keeping?

If so, how can I obtain some Instructions. K. Lowis, Bellingham, London

 What you've stumbled upon is a reset. cartridge, it ellows you, upon loading a game, to reset the C64 (via the button) and type in a poke (a cheat for infinite ilves, Ilmo etc.). This is then followed by a code (an SYS number) to restart the game with the cheat running. I've absolutely no idea about your particular cartridge and due to legal reasons, wa're unable to send you a copy of the instructions. Anyway, we can't - we heven't got anyi



# Lanta Sy 4

OF LIEMONIA

LIFE, LUKE

Dear Lloyd,
This letter is sent to Inform all
new readers of your past achievements with
Newsfield and
Europress, Yes,
Lloyd, THIS IS YOUR
LIFE!
Your Newsfield

Your Newsfield debut came in February 1984 with the releaso of CRASH MICRO GAMES ACTION. Your good self and three others (Oil Frey, Roger Kean and Uffindell) had toiled on Issue One since way

before Christmas of that year, and all the effort you put in paid off — CRASH Issue One sold over 100,000 copies!

You haven't always been a letters man exclusively. At one point you ran Lloyd Mangram's Playing Tips, Lloyd Mangram's Hall of Slime (high-scores), Merely Mangram (previews) as well as the Forum, the Rrap in ZZAP1, an annual look-back (in CRASH) and the odd CRASH History (in words

and covers). Back then you really were overworked!

Then, of course, the Infamous I hate being photographed, it's almost a phobia interacted a variable avalanche of 'you don't

really exist and 'Lloyd'
"Mangram is a pseudonym'type letters, only increased by
the picture of you with a bag over
your head."

After that, the dispute between yourself and Shewen yourself and Robin Candy. Again, some thought that you WERE Candy, or vice versa and the battle continued for many Issues.

Near the end of April 1986, Oli Frey, Franco Frey and Roger Kean pinched your initials for a so-called 'youth magazine'. It was jokingly referred to as LM — Lloyd Mangram's Leisura Monthly, and the title stuck

We now leap to ZZAPI 64, Issue 82, when the unthinkable actually happened — Lloyd Mangram's services were no longer required, letting 'Miss Whiplash' take over. However, a mere nine months later and Lloyd was back, just in time to answer letters for COMMODORE FORCE We can only presume that Lloyd's reappearance was due to a mammoth amount of complaints by mail and a loss of readership.

To finish, here's a list of magazines Lloyd Mangram has worked on (in chronological order)

CRASH, ZZAPI 64, AMTIX, COMMODORE FORCE.

Before I go all bleary-eyed with noslalgia, may I just say this: LONG LIVE THE C64!

Luke Morfini, Cowbridge, \$ Glam
PS Sorry that it's a little long but you've had an interesting career!

. Aw shucks, 'twas nothing.

Actually, it's almost enough to bring a tear to the eye, Sweet memories fade but never die — sniffia...

(A) this point Lloyd broke down, mumbling ebout absent friends and stuff. Fortunatoly the crew were able to calm birn down with a mug of lee before serious damage was done — Miles),

POSITION

edy basis, manconner Suprementation of the Alexander of the beatte of themp

People say to me 'Why don't you buy an Aniga?' and I reply, 'Because I sin't sad and can't fork but loads o' dosh for a crap game.' Mothew Lomars, Dencaster Sounds fair enough to me.

ve enciseed a smarty wi "m leeling generous, it's bort Byrne, Dublin ething old, sor



Dear Lloyd,

too right! But he's the

one wat needs the

on his head!

He is not me pkay?

I'm toostupid

With regards to the many letters of last month, (May) bemoaning the lack of stores selling C64 software, might I add my two-penny worth.

I am, et thirty-five, more mature than the majority of your readers, five had a C64 for many years and myself and my two young sons obtain immense enjoyment from it. Unfortunately we're now discovering it increasingly difficult to find a store that stocks any C64 stuff at all. Nintendo yes, Sega yes, even Alari and Amiga owners are well catered for. I've enquired in many shops which used to cater for the Commodore only to be informed there isn't the call for it anymore. Poppy-cock! What they really mean is the profit differential isn't big anough!

My position is this — I'd love to upgrade to an Amiga, but being unemployed I can't! My sons look forward to a new C64 game each month, usually budget, but to them a game is a game. Unfortunately, we can't find a shop with a wide

There it is, the between of enother mailing. I can per my feet up at last and relat. My word, that's better, What's thor? A laster's arrived, addressed to me, let's see...
'Door Lloyd, did you know consule games cost to...'
Assergh, that's it — blue shirt tails wan't affect sable TV this winter.

enough selection! So please, Lloyd, let me plead through your excellent column for store owners not to neglect the C64. Think of all the unemployed who can only afford the £4 or so a month, or the young kids whose pocket money doesn't run to £30-£50 per console game. Have a heart all you computer stockists, don't desert the heart of your market, the good old Commodare 64. I'm sure it'll still be around when the consoles are consigned to the great micro-chip heaven.

Keep up the great work, Lloyd.
Stuart Neave, Newton heath,
Manchester

I fear you're right about the profit thing; unfortunately, there's very little you or I can do about It. Luckily you can get hold of many great titles through the pages of this very COMMODORE FORCE, many at bargain prices. So don't despair everybody, we'll solve your gameobtaining problems — why not turn to page 64 and ceck out the Plaza...
LM

with Sorry readers
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# WE CANTIFULE YOUTO This is an odd

page in the magazine, because we have to try and think of something wildly amusing to write, in order to convince you that COMMODORE FORCE is the magazine to subscribe to. But why bother with inane stories and humorous jokos, when all the evidence you need is in your very hands? Well, because here at COMMODORE FORCE we're all completely med! Yes, it's official - the entire team are letally round the twist, up the wall, loopy de loop, barmy, cuckoo, nutty, loony, unhinged and bananas. Ol course. medness does have it's assets. People give up their seats for you whon you're queing for a bus (elthough that's usuelly because you're doing e handstand on the pavement), you get free meals (the surroundings of a padded

cell to become tiresome though), and you get the latest

now-you'd be mad not lo!

in disigner clothes (as long as it's in the strailacket range).

Se you see, it's a magazine on the edge of exctement, veering on the dangerous side, teelering along the clift-tops of advanture and every month it just gots better. Grasp the opportunity with both hends and subscribe right

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a bergain! Oh, and there's more recieving the twelve issues.

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dreamed of 13 issues a

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### B Glad; ES 99 Common

Work experience is a described task and also quite humiliating; getting spot upon, beaten and being used as a coffer table — you wealth's think Miles could treat his brother so bad. Still, ROD 'CHARGE-HAND' GUTTERY defied everyone by reviewing this frontis races. Not that anyone minded — they were too busy connecting his shoclases to the Co4's earth wire...

et's get things straight — Turbo 't a driving simulation, it's more of hup if anything; there are just pecal to the most state white guns affair

and the state of t

e de foliar de la composición del composición de la composición de la composición del composición de la composición del composición de la composición del co



Daniel and a second

### Barre to be the other

The second product of the second



OA map of the Impect Magazines buildings. Notice the craters — that's the wreckage made by our Editorial Assistant (Milo) during his driving test.

BURNOTH NAME OF PERSONS ASSESSED.



rould be a waste of time le things that count, a 🕟 📗



# BURDER SHRSHED



When we showed Mile e copy of the hhway Code, he eta It. That's probably ly scenes such ea the one above cured. Luckily, help was at hand...

# TLLAIN CAPTURE



 Chris (with, errrm, a Halloween mask on his face) managed to aprehend him with a water pistol. Phew - that was close! Pity about the Instructor, though.

· This is what it's all sbout. Rousling slong

with your foot on the floor, blowing away rozzers, anamy agents and in fact, anyone unfortunate enough to be on

the road at the time.

The thing that hits you about Turbo Charge la It's sheer speed, as large, well-drawn scenery whizzes past as smooth as you like. The car handles pratty well too, though forks in the road can be annoying. Take a wrong turn and you invertably and up in a police trap. That's all very well on the first couple of levels, with only a couple of junctions, but taler on you'll find 'em coming thick and test, hardly giving you a moment to think. Despite having couple of reservations, I think this is a

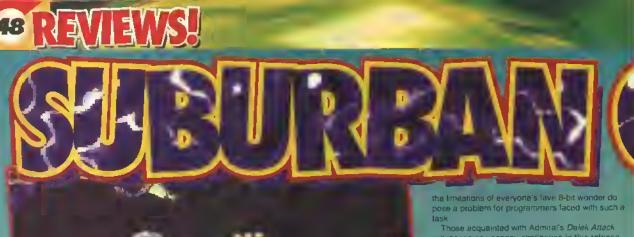
great blast and the best of the drive/shoot-'em-up

fraternity to data.





R CADNO Name of STATES AND TAXO



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Look —
wiearing a snail
om top of your
lip may be
orriginal, but it's
not clever,
y'lknow?



O Alternative, £9.99 Cassette

On the outskirts of busy cities lie the suburbs — areas brimming with families of old descriptions. But suburban life is about to change for one fomily as JAMES 'HOUSEHOLD PET' PRICE is about to lind aut...

ow can there ever be an accurate movie conversion on the Commodore? A '64 game can't duplicate fantasilic special effects, simulate hair-raising stunis — or stay close to the plot in meny cases. With Suburban Commando, that's not so much of a bad thing — apparently, the film was awful — but nevertheless.

Those ecquainted with Admiral's Delek Arach will recognise uncarnly similarities in this ralease Suburban Commando's first level is a horizontally-scrolling sheet-'em-up, although the addition of power-ups and differing affacts formations makes it eligntly superior to Dalek's similar ettert Complete this, and you is thrown into—no prizes—a distinctly Dalek Affack-style second level. From thereinafter, Commando becomes a platform-based collect-'em-up, rather raminiscent of... no, I won't say it Fortunately, It's not all bad. Affect all, Dalek Affack is, although lawed in places, an enjoyable game. Commando is strillar in this respect.

Disregarding the lirst level (it's not worth mentioning), Suburban Commendo is assentially a game of collecting items and advancing through multidirectionally-scrolling, platformbased levels. To progress lurther into the game, various keys and objects need to be discovered. (or explosives placed in the first level). This isn't as easy as you'd expect; the game's assorted maps are full of hazards, and there are a plethora of bad guys that do their best to reduce Hulk Hogan's (for he is the hero) life counter. Luckily, an energy bar reduces potential (rustration, end assailants can be dispatched by aither punching or kicking them. Travelling around the areas is made easier by using the many springs, lifts and conveniently-placed platforms — Hulk can also fall as far es he likes without injury. Key cards allow access to locked areas - more often than not, these lead to the obligatory end-of-level opponents. Hulk has to move quickly if he's to survive against these; they're both bigger and speedier than him...

### In Suburbia

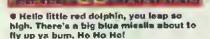
Wall, time for the critical bif. I wasn't joking about Suburban Commando being similar to Dalak Attack, but that's okay by me — I enjoyed ill



 Jemes wants a good caption for this picture so, just for you Jim — Three big guns, one small ship, I like the odds!



 We're off to Button Ucon, following Mr Hogan in his liftle green spaceship.
Hiappy, happy, happy we are.



C-FORCE No.9 M SEPTEMBER 1993



These days, original concepts and gamestyles are too tew and far between, so producers can aimost be forgiven for releesing re-hashed software — as long as it's good. What does disturb me is that the first level liasco seen in Artack has reared its ugly head in Commando, I'm all for a little vanety, but the average shoot-'emup action does little to complement the rest of the game. It also means more time speni on either disk or — horror of horrors — tape accessing.

The levels are tairly large, with an adequate amount of graphical variation, but what really bothers me is the lack of eny real combat. Hulk can punch and kick his essaitants, but they're pretty insipid moves — should you hit en enemy, they'll fly off screen in en unusual

GIRE

What have they done to hulk Hogen? I mean, I'm not a tan of his or anything, but he looks like a newborn pigtet that's been beaten about the head. The rest of the sprites aren't great either; the majority are all bloated and lecking definition.

As fer as gameplay's concerned, Suburban Commendo hasn't exploited any new aspect in computer entertainment whatsoever, it's been done before — and a lot better at that, Jumping, kicking and punching is all the Hulkster can do, and there are no big guns or helpful equipment to collect.

Having not seen the film, I'm unable to say anything about the accuracy of the conversion, but if the movie's in a aimilar vein, don't rent tha video.

A milesed opportunity? Yas. Barrierbreaking material? No. The final verdict? Platform games have been dens a lot better, and even if you're a Hogan fan, this does your idot no lavours. 'dying' effect. Also, I looked and looked, but nowhere could I find a projectile weapon of any description. A machine gun or rocket launchar would've made my day, but elas — unsrmed combal is all that's on ofter. To make matters worse, Hulk looks a particularly unattractive (not to mention sparsely animeted) spite — his moustache seems out of proportion too.

it could've been just that little

Don't get me wrong — I enjoyed pleying Suburban Commando, but the entire game has en air of 'nearly, but not quita' about it In fact, to summarise, I'd compare it with a luna fish sandwich without enough onion and mayornaise. I'm eating one as i'm writing, and there isn't enough, you know. That's not to say I'm not enjoying it — I am, in fact — but

better Yum.



 Listen mate, there's nothing funny about my moustache. I think it makes me look rather hunky actually.



€ 'Ere squire, wanns buy a motor? Goes lovaly, only 200K on the clock and covered in go-laster green slime.





Terrible wages? Awful hours? Stuffy working conditions? Life's difficult when you're a journalist. JAMES OH FRIE A FACTORY LIFE! PRICE Jamants the day he chinsie to work with words and not production

s of late, game giants Kixx have founded a new mid-price label called Kixx XL What does the XL stand for, the only regret the release packaging the three standards with the called the research of the release packaging the

ed so tedious tape accel









таз езсара

Factories! No not My worst phobla has been turned into a computer game! I did my utmost to escape them during my days of unemployment, but now they've como back to haunt me! What's more, it involves working nightst That's my -already deteriorating - social life out et the windowl

Ahh, thank the Gods, for my personal hell can be switched off whansver I please, frontcally, Night Shift is so good to play I don't want to switch off! Fixing bits and bobs along the production line is really neat and even though the problems are trustrating, you won't give up in a hurry, it only the tasks weren't hidden so much in the background

- It's tough to evan see what needs to be accomplished. There again, that's half tha challengel

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SMILES: Hello listeners, and welcome to the show! JAMESY: (Whispers) It's not so much of a show, mate more e column of text to make the charts page

more Interesting. SMILES: You're right there. (cough) Hello readers, end welcome to

the... ummm... page?

JAMESY: Doesn't quite have the same ring does it? Perhaps we could jazz if up a bit by doing something risqué.

SMILES: What are you going to do? Drop your trousers?

JAMESY: That's an idea, male. (rustling sounds of undressing) Ta daaal It's the front page of the papers for us, male. I just cannot belive I've removed my trousers in front of our audience.

SMILES: Cough, splutter, gnugh - me neither. JAMESY: Errmmm, it's not having much effect really, is it? The shocked gasps are conspicuous by their absence.

SMILES: (Shocked gasp) !

JAMESY: On well - if being rude won't work, perhaps violence will. Who can I kill, mate, to lurther my career and amuse our readers?

SMILES: (silence)

JAMESY: Oh no! My trousers have eaten Smilest You naughty, naughty garment!

TROUSERS: Belch! Not 'art



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JAMESY: Still here, eh? Beating the beat out of the

everaga beat-'em-up. TROUSERS: Chomp Chomp Chomp (burp) SMILES: (Inside trousers) Where did this Street Fighter 2 come from? Hellillo!

"There are plenty of better fight games about"



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Well, we couldn't help ourselves. Lost month we brought you the first instalment of the Botmon Diory. This month we decided to go one better, and bring you the gossip on Lemmings as well, courtesy of its programmers (Aiter Developments). So, here's the Work in Progress section - we hope you find it interesting and informative. Oh, and there's a mystery prize for onyone who can suss out Roy Bonnon — he's a complete loony.



### The Programmer

THOMAS MITTELMEYER is the guy who manipulates all the bits 'n' bytes in the right order to ensure those Lemmings walk across the screen.

THOMAS: After long (and ledious) discussions with the rest of Alter Developments, we all agreed that I was the best man to do the job. The first thing I did was try out different ways of scrolling the background. I made six demos and then chose the best one — a senie multiplexer for the background, with the Lemmings 'bobbed' in characters. This method of scrolling enabled me to have 100 of the



at a reasonable speed, but on the other hand this meant the actual playfield would only cover half the screen — it's impossible to have more then eight sontes alongside each other. Having chosen this way of scrolling, I started to program the bobroutine using Lemmings converted from the original Amiga game. When I got them walking, I finished. six demo versions which were sent to Psygnosis. When they saw how brilliant the demos were, they offered us the contract - you could say I was one of the happiest men on the globe.

After this brief moment of joy, I had to return to reelity end consider the daunting task of creating Lemmings on the C64. My biggest enemy was the memory. Try and lit in 120 animations, background graphics, music and sound effects into 64k of memory and still have space for your code somehow, I've managed to do so. All the animations featured in the Amiga version can now be admired on the C64 version as well.

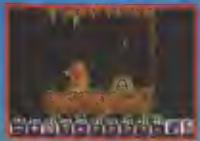
Unfortunately, not everything from the Amigo version could be retained — the level size for example. In the 16-bit version of Lemmings, the levels can be up to five screens wide. You could do the same on the C64, but the five screens would fill up the entire memory - so each level had to be reduced to e maximum of two screens. On a more positive note, I managed to save enough memory

Another problem was speed. I needed a routine that would enable 100 Lemmings to be on screen and check whether they were climbing, digging, blocking, or any of the eight functions they're able to perform, as well as their basic movement — they had to be walking and falling at a reasonable. speed too. This was probably the biggest reason for me to choose the sprile-scrolling method, as this doesn't slow the computer down as much as the usual scrolling method

The biggost help with programming Lemmings. was my computer set-up; instead of using only one C64, I linked Iwo together. In the past, I've connected the C64 with a 0-modern link, programming on one and transferring the data to another, to see the result immediately. Nowadays, I've got rid of the cable and use my only working disk drive (the one Remi gave me doesn't work properly) as source for both computers. It's much laster to save the data from my programming computer to the drive, their switch to the test computer and load the data from the drive. Another big help was the turbo assembler Jerson Tel rewrote. Instead of the usual 4000 lines, this assembler enables you to program up to 8000 lines and is still compatible with my computer linkup (coz Jeroen uses the same ono). You might



# WORK IN FROGRESS'S





wonder why this lurbo assembler can handle twice as many lines as any other — welt that's the down side of it. Jereon removed all utilities which can be found in 'normal' assemblers. With the \*Lemmings code already exceeding .5000 lines. I'm glad that JT made this editor — otherwise, I'd take me even inore time to program all those routines,

But hey, Tve been having great tun being the one responsible for programming Lemmings (especially when the cheque arrived). It's the best project any C64 programmer could wish for Everybody said it was impossible, and voila! I'm making it possible!

### The Graphicer

The second man employed on the Lemmings project was NIKAJ EUK — he was to be responsible for all the pixels drawn in the game, the one who shapes the Lemmings and the assorted backgrounds.

NiKJA: When I was asked to do the Lemmings graphics by Altre Developments, I was delighted to have it as my linst BiG project. Until then I'd only drawn graphics for some budget gemes. All the graphics are converted from the Amiga version by Remi, and we were lucky in that the 120 animations came through very well, only requiring some minor patching up. Due to the different graphical resolutions between the C64 and Amiga, such animations lend to become unusable after they're converted. But everything worked brilliantly — the backgrounds being somewhat bigger, transferred particularly well.

The first thing I did was to create a library with

all the recurnity objects and animations — such as the entry and ent points. With these completed, it means I could focus on the backgrounds more. There was a lot to work on finisher, columns, bricks and other staff needed to be created. — and created well.

Problems occured while re-designing several tevels. On the Amiga, levels could be up to tivo screens wide, while the maximum the C64 could cope with was two. Because of this, I had to cut out all the unnecessary parts and if the levels. still exceeded the maximum of two, I had to redesign and make sure the solution would be the same as the original Amiga level. I found this a real pain with some levels, but frickly most of them could be compacted onto two screens. Animation presented another ditemme, as the C64 screen is built up with characters. Each character is 4 pixels wirle and 8 pixels high, the screen is 40 characters wide and 24 characters high, I needed to draw the animations pixelperfect so they'd lit exactly into a set amount of characters. If not, it would be impossible to include all the animations. This isn't merely necessary for the water and lava, but for every single moving object - such as traps and the entry and exil-point graphics. I can remember drawing several levels and when linished I'd. lested them, only to find that several items were placed wrongly and had to be moved several pixels. This sort of thing gets really annoying especially when you've just finished a difficult tevel. Speaking of difficult tovels, I found the fire and lave stages the most taxing to work out. I only had three colours at my disposal (I needed at least four or five) but I fried my best and I'm. quite proud of the result. Another annoyance would be the amount of times I needed to after a level. Every time I finished a stage and passed It over to Thomas, he'd call me to make some 'small' adjustments. Sometimes, I'd get handed a level back three or more times. The biggest slip-up was when we actually got to playtest 15 levels put together for the ECTS in April Tused black in the backgrounds as a fourth colour, to give extra 'dimension'. However, Thomas programmed the Lemmings to fall down if they walked over a black spot, so the rosult in some levels was that the Lemmings got stuck in the background, due to my usage of colour, Rectifying that little error was the hardest task of all. Thankfully, the demos were accepted very well at the show and the whole of the Psygnosts crew were very impressed

My favourite stage is the BEAST (evel. Here, instead of the usual Lemmings screens, I used graphics from other successful Psygnosis games — one of them being Shadow Of The

Beast This relieshing graptical style makes for a very special level

At first I found Lemmings to be the intensite project, but now if you worked myself halfway through it. The creatised its also my most challenging project to ditte especially considering the limitations five got to work with Still, think I'm doing a great job, and I'll gradly halso it.

### The Husigian

As After Developments didn't have a musician, we empled enother freelancer to work on the Leannings project. And who would be saited hetter than JEROEN TELY Jereon accepted bur offer as alreything you'll hear while playing. Leannings wit be done by the master hymself.

JEREON: When Remi asked me to do the music for Lemmings, I was working on a CD. featuring Nittlendo game music. I've been working on it for months, but took a break especially to do the Lemnings music, and I've been doing if with great relish - I didn't see much of a problem in adapting the original Anaga music and converting it to the C64. I'm trying to make the music as cute as the Amiga tunes, but I trying to make them: tunklor', as I feel the simplistic style of the Amiga wouldn't quite have the same effect on the C64 although I'll try to keep them as sweet as possible. One thing's for sure — it's going to have that 'MANIACS OF NOISE' louch, like my other soundtracks have. Another point is that I'm limited to using the SID chip sounds on the C64, as well as having to compensate for other '64 limitations (or possibilities, as I would say). in speed and momory. However, recently I was 'given' some extra memory by Thomas for the sound effects. This enabled me to use digital SFX, such as the famous Lenimings samples in particular, 'LET'S GO' and 'OH NO" throughout the game. This means the sound effects are combined SID-sounds as well as digitised sounds.

When I'm making game music, I Iry to adapt it so it enhances the game as much are possible. In my opinion, the correct inusic and FX make hell of the game. If both are linked perfectly, it makes the end product so much more playable. We all know how irritating bad music can be, or even worse it bad FX. Instead of turning the music off, I'll try to make you lurn it up louder.

I've done a lot of music, for a lot of BIG titles, but you can only wish for a title such as Lemmings. It must be the most eagerly-awaited game on the C64 at the moment, and I'm so pleased that I'm doing the music for it!

Next month the diary continuos with another in-depth look at programming pleasures and pains as more stages of Lemmings near completion. Well, that's what's supposed to be happening, anyway. Fingers crossed, eh readers?











nmo; These are just a bu won't be seeing in an lman Returns, Young mi't get much of a lo

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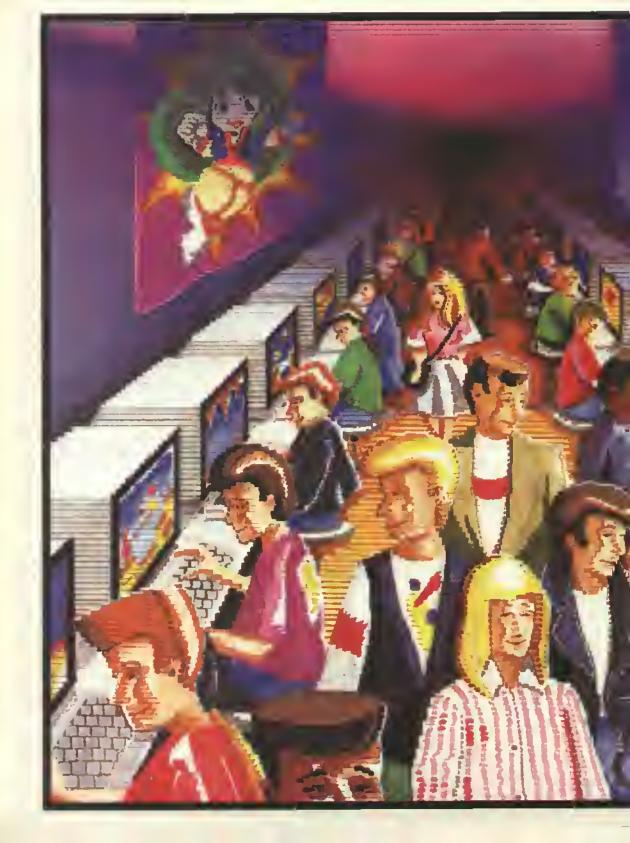
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his is a text-only adventure, written with the aid of The Quill, and is one of the many adventures written by Dorothy Millard, an Australian lady with bags of talent.

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the sun, but I've been getting soft lately, especially where meiming and killing's concernad. I had a chaice last moanlight af either hocking aff my neighbours arms, er tipping het flint inte his

thet I'd inflicted ecriier. I ceuldn't believe it when I faund myself apting far the aasy route l just placed a bucket af water ever his daarway and colled him autside. Still, the water had passed through

the bowels af five thausand

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enjoyment of an articulture is to immediately said

Quite a busy meliber this month - keep it up, figet dreadfully grumpy when there's no mail to be perused

Nigel Isgar of Sheftesbury wrote in to ask if he's missing something in Nythyhel, as he's only found seven items between the office and the computer room. Also, he wants to know how to take the Book Of Witchcraft from the library. Finally, in Atalan, Nigel wonders where the balt is end wants to know how to cross the chasm.

Well, Nigel, you have everything you need to find at the start of Nythyhel. You can't take the book, but do make sure you read it. Once done, make your way to Euston Station and get a train to Oakhampton - there will be plenty to see end do once you get there. In

### pieces of treasure the thieves have cunningly concealed - that's where all the fun is to be found. Oh, and white you're explanng, your memery starts to return look

scene for a good old-tashioned freasure hunt.

To say this adventure is addictive would be an understalement; there's just so much to see and explore and it's packed with problems to solve.

The puzzles range from the fairly easy to the downright difficult. Negotiating entry and exits to the secret passages and figuring out the problems drove me round the bend! Getting out of the first location can be a bit tricky, but some

thorough exemination of objects soon gets you going, leaving you with a huge mansion to explore at your leisure.

There's a certain 'polish' to Heist, showing a greet deel et thought, care, end ettention te detail has gone into the design and programming. You can easily find some loot and think it's time to escape, but the real challenge is in finding the ten well-hidden

This is the stuff real adventures are made of and one which I would heartily recommend

Tables had be the day executed fitting and the executed sailed and on the execu-sion to Electic C. saile.

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to the party Meanment, Court Charles yes Emperiod big informations because it

NEW APPROPRIEST AND ASSESSED.

Assum, eal the truit -- there's a worm in it to be user as balt. Drop the log of wood at the south sideof the chasm and you should make further progress.

Philip Witson of Bristol would like to know it there's enything he needs to get from the ship. before it blows up, and if there are objects he needs from the escape pod in Planetiall.

The only thing you need to consider when In the shipis 'Agrit! Run away' - basically, get the heck out of there. You should take the Survival Kit from the Pod.

Mitthew Lomax of Doncaster has asked if The Quillis more advanced than GAC and where it can be ottained from.

I'm sure someone will correct me if I'm wrung but I don't think you can buy The Quill these days. Try the In-Touch column in Advanture Probe

The Quill and GAC are, in my humble opinion, equally as good. I find GAC a let easier to use, but both systems are quite easy to get to grips with once you've followed the basic tutorial.

Mergaret Lawrence from Dudley is puzzled by the Newspaper and the Binoculars in Beatle Quest.

Well, you may find this hard to believe, Margaret, but if you take the nawspaper you can MAKE TAXI to get some transport! Give the Binoculars to the Girl with the Kaleidoscope Eves.

Tony Cellins of The Guild has egreed to yet another great special offer for COMMODORE FORCE adventurers. This month you can take advantage of buying Million Dollar Jowet Heist by Derothy Millard and The Jade Hocklace by Jack Lockerby - two excellent adventures at £1 off the normal price of £4. Please state tape or disk when ordering, Please rush me your twin pack of Willian Dollar Jewel Heist and Tha Jade Necklace at the special price of lust £3.

Hamo..... Address..... .....Pestcode..... Disk

It's time to extinguish my torch once more and sharpen my quill ready for next month's writing. Keep chiseling of those letters and may your crom forever be weii.

Peter Williamson of Manchester is completely stumped by the boulder in Desert

I suggest you lie the rope to the harpoon and fire it - that should help you overcome the problem (as obscure as it may sound --- Ed)

Janet Arundel of Colwyn Bay is sluck on the lovely 'golden eldie' adventure, Mordon's Quest. She just can't find the answer that Terzan's question.

Catefully draw a map of the jungle area and sland back and sludy it. What kind of amorphous creature does it look like? Doesn't it look rether like something small, green and allmy that lives in ponds and croaks?

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Next month we'll have a review of Liverpool, Grandslam's much-awaited football epic. We've positively overflow from his mailbag. You can even watch the conflict evolve between Chris and Miles as they both lust efter the elusive role of Tipster There's so much more that we could tell you, but there just isn't the space for the time - deadlines.

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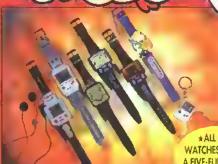
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